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ABSTRACT

A virtual image generation apparatus (1000) comprising shape data memory means (109) for storing shape data pertaining to obstacles and the like, position data specification means (101) for specifying position data for said subjects, overlap determination means (108, 101) for determining, on the basis of shape data and position data, whether or not physical objects located between a visual point and a subject should overlap and be visible from said visual point, and image generation means (110, 112) for generating virtual images wherein physical objects are processed by prescribed show-through processing (mesh processing, translucent processing, or the like) when it is determined an overlapping state exists.

Accurate overlap determinations can be made using a vector which extends from the visual point towards an object and a vector that extends from an obstacle towards the object, and mesh processing or other show-through processing used to produce a suitable display of a subject obscured by a physical object.

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